Report Date: 01 Feb 2013

Summary Report for Individual Task
071-COM-1001
Identify Terrain Features on a Map
Status: Approved

Condition: You are a member of a squad or team in a field environment and have been directed to identify the terrain features on a map. You have been given a 1:50,000 scale military map.

Standard: Identify the five major, three minor, and two supplementary terrain features on a military map.

Special Condition: None

Special Standards: None

Special Equipment:

Safety Level: Low

MOPP:

Task Statements

Cue: None

DANGER

None

WARNING

None

CAUTION

None

Remarks: None

Notes: All terrain features are derived from a complex landmass known as a mountain or ridgeline (Figure 1). The term ridgeline is not interchangeable with the term ridge. A ridgeline is a line of high ground, usually with changes in elevation along its top and low ground on all sides from which a total of 10 natural or man-made terrain features are classified.

Performance Steps

1. Identify five major terrain features.

a. Identify a hill (Figure 2).

Note: A hill is an area of high ground. From a hilltop, the ground slopes down in all directions. A hill is shown on a map by contour lines forming concentric circles. The inside of the smallest closed circle is the hilltop.

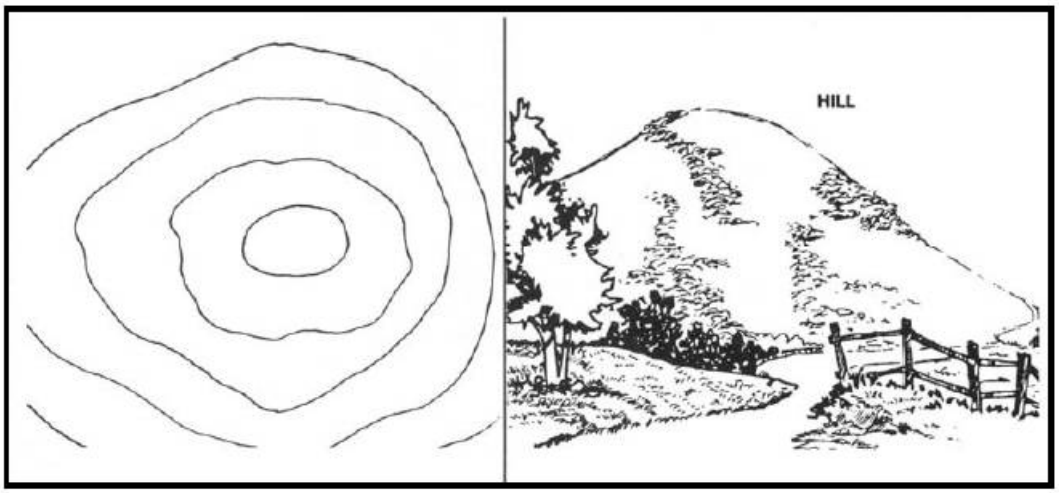

Figure 2. Hill.

b. Identify a saddle (Figure 3).

Note: A saddle is a dip or low point between two areas of higher ground. A saddle is not necessarily the lower ground between two hilltops; it may be simply a dip or break along a level ridge crest. If you are in a saddle, there is high ground in two opposite directions and lower ground in the other two directions. A saddle is normally represented as an hourglass.

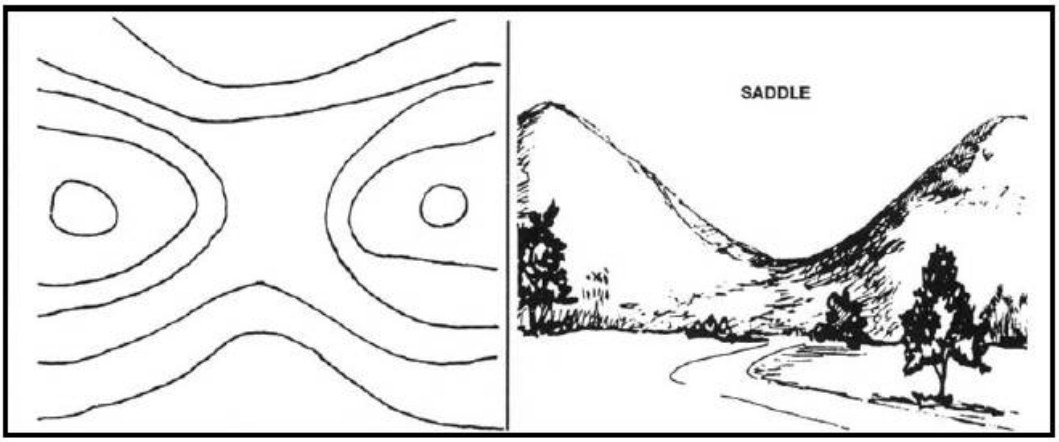

Figure 3. Saddle.

c. Identify a valley (Figure 4).

Note: A valley is a stretched-out groove in the land, usually formed by streams or rivers. A valley begins with high ground on three sides and usually has a course of running water through it. If standing in a valley, three directions offer high ground, while the fourth direction offers low ground. Depending on its size and where a person is standing, it may not be obvious that there is high ground in the third direction, but water flows from higher to lower ground. Contour lines forming a valley are either U-shaped or V-shaped. To determine the direction water is flowing, look at the contour lines. The closed end of the contour line (U or V) always points upstream or toward high ground.

Figure 4. Valley.

d. Identify a ridge (Figure 5).

Note: A ridge is a sloping line of high ground. If you are standing on the centerline of a ridge, you will normally have low ground in three directions and high ground in one direction with varying degrees of slope. If you cross a ridge at right angles, you will climb steeply to the crest and then descend steeply to the base. When you move along the path of the ridge, depending on the geographic location, there may be either an almost unnoticeable slope or a very obvious incline. Contour lines forming a ridge tend to be U-shaped or V-shaped. The closed end of the contour line points away from high ground.

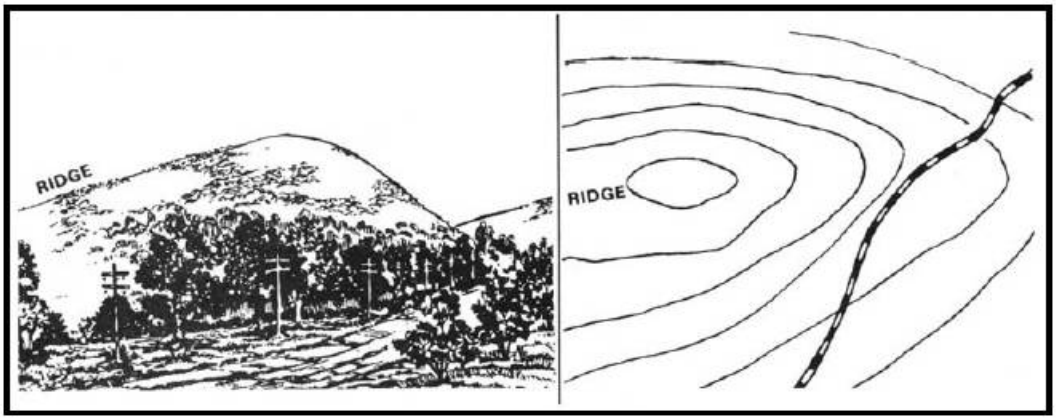

Figure 5. Ridge.

e. Identify a depression (Figure 6).

Note: A depression is a low point in the ground or a sinkhole. It could be described as an area of low ground surrounded by higher ground in all directions, or simply a hole in the ground. Usually only depressions that are equal to or greater than the contour interval will be shown. On maps, depressions are represented by closed contour lines that have tick marks pointing toward low ground.

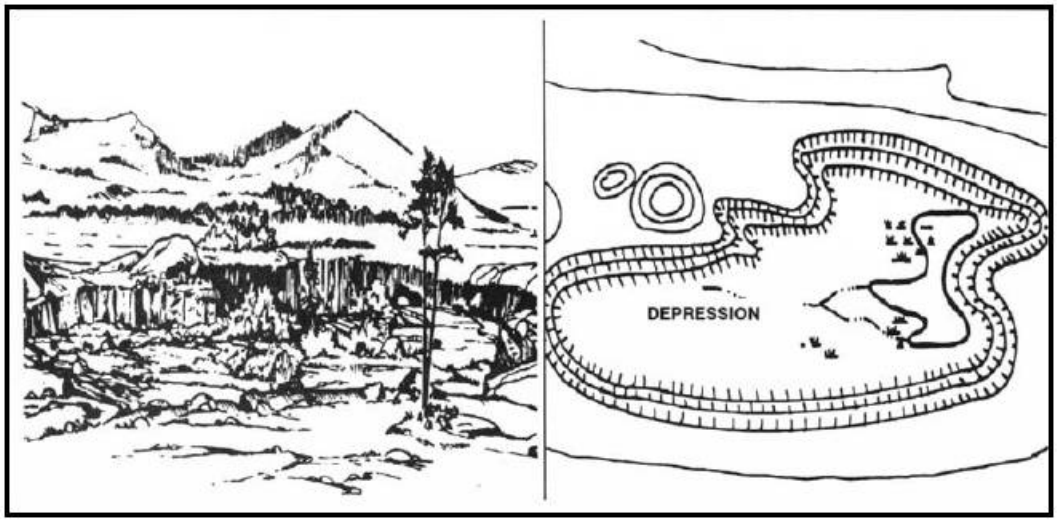

Figure 6. Depression.

2. Identify three minor terrain features.

a. Identify a draw (Figure 7).

Note: A draw is a stream course that is less developed than a valley. In a draw, there is essentially no level ground and, therefore, little or no maneuver room within its confines. If you are standing in a draw, the ground slopes upward in three directions and downward in the other direction. A draw could be considered as the initial formation of a valley. The contour lines depicting a draw are U-shaped or V-shaped, pointing toward high ground.

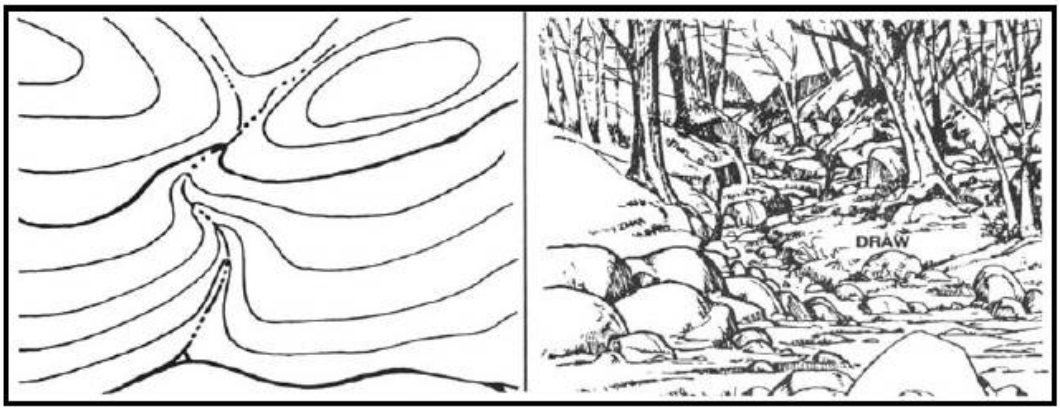

Figure 7. Draw.

b. Identify a spur (Figure 8).

Note: A spur is a short, continuous sloping line of higher ground, normally jutting out from the side of a ridge. A spur is often formed by two roughly parallel streams cutting draws down the side of a ridge. The ground will slope down in three directions and up in one. Contour lines on a map depict a spur with the U or V pointing away from high ground.

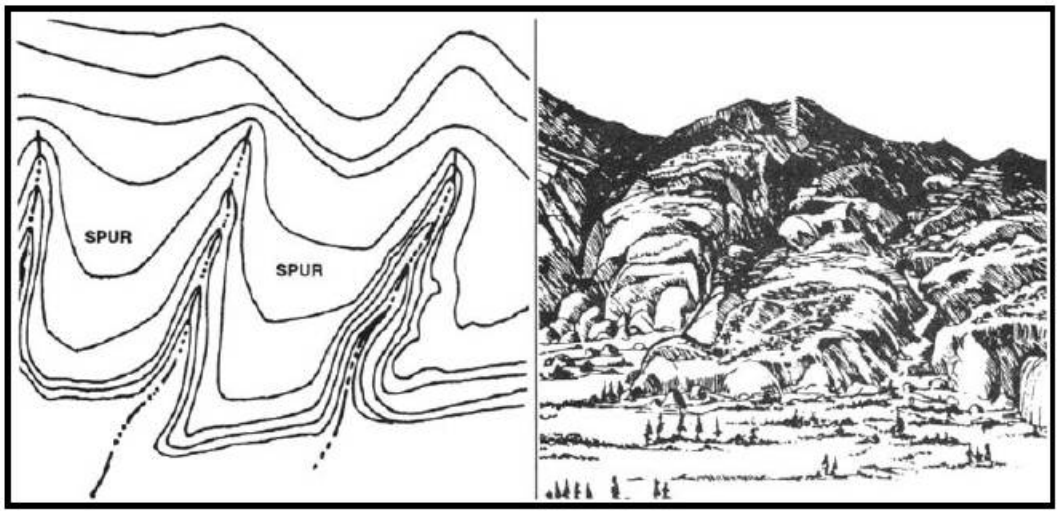

Figure 8. Spur.

c. Identify a cliff (Figure 9).

Note: A cliff is a vertical or near vertical feature; it is an abrupt change of the land. When a slope is so steep that the contour lines converge into one “carrying” contour of contours, this last contour line has tick marks pointing toward low ground. Cliffs are also shown by contour lines very close together and, in some instances, touching each other.

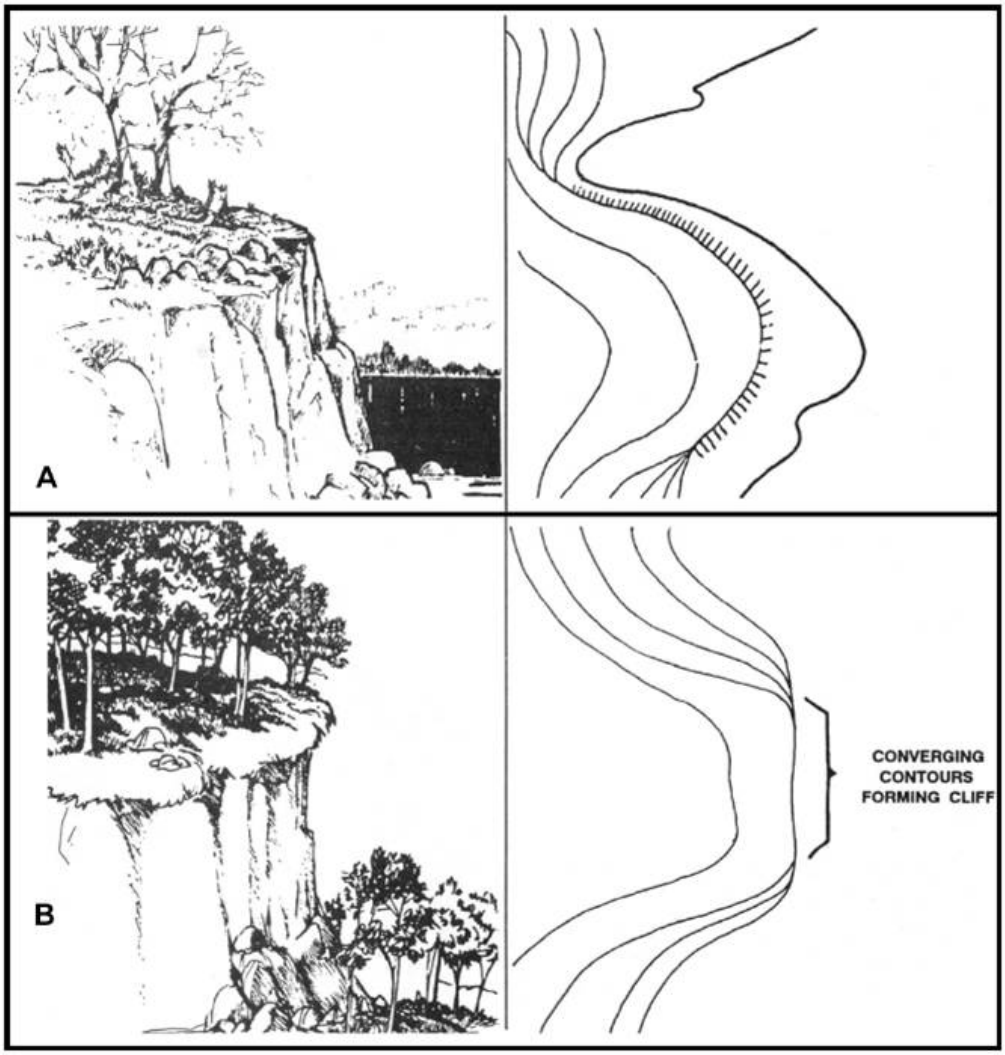

Figure 9. Cliff.

3. Identify two supplementary terrain features.

a. Identify a cut (Figure 10).

Note: A cut is a man-made feature resulting from cutting through raised ground, usually to form a level bed for a road or railroad track. Cuts are shown on a map when they are at least 10 feet high, and they are drawn with a contour line along the cut line. This contour line extends the length of the cut and has tick marks that extend from the cut line to the roadbed, if the map scale permits this level of detail.

b. Identify a fill (Figure 10).

Note: A fill is a man-made feature resulting from filling a low area, usually to form a level bed for a road or railroad track. Fills are shown on a map when they are at least 10 feet high, and they are drawn with a contour line along the fill line. This contour line extends the length of the filled area and has tick marks that point toward lower ground. If the map scale permits , the length of the fill tick marks are drawn to scale and extend from the base line of the fill symbol.

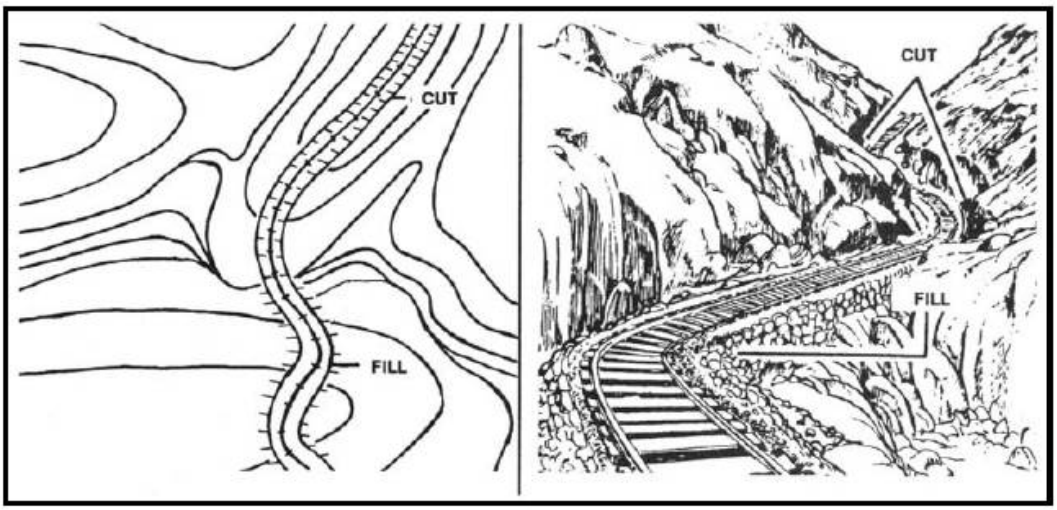

Figure 10. Cut and Fill.

(Asterisks indicates a leader performance step.)

Evaluation Preparation: SETUP: Provide the Soldier with the equipment and/or materials described in the conditions statement.

BRIEF THE SOLDIER: Tell the Soldier what is expected by reviewing the task standards. Stress to the Soldier the importance of observing all cautions, warnings, and dangers to avoid injury to personnel and, if applicable, damage to equipment.

PERFORMANCE MEASURES	GO	NO-GO	N/A
1. Identified the five major terrain features.			
2. Identified the three minor terrain features.			
3. Identified the two supplementary terrain features.			

Supporting Reference(s):

Step Number	Reference ID	Reference Name	Required	Primary
	FM 3-25.26	MAP READING AND LAND NAVIGATION	No	Yes

Environment: Environmental protection is not just the law but the right thing to do. It is a continual process and starts with deliberate planning. Units will assess environmental risk using the checklist in TC 3-34.489 and assessment matrixes in FM 3-34.5, Appendix D. Always be alert to ways to protect our environment during training and missions. In doing so, you

will contribute to the sustainment of our training resources while protecting people and the environment from harmful effects.

Safety: In a training environment, leaders must perform a risk assessment in accordance with FM 5-19, Composite Risk Management. Leaders will complete a DA Form 7566 COMPOSITE RISK MANAGEMENT WORKSHEET during the planning and completion of each task and sub-task by assessing mission, enemy, terrain and weather, troops and support available-time available and civil considerations, (METT-TC). Note: During MOPP training, leaders must ensure personnel are monitored for potential heat injury. Local policies and procedures must be followed during times of increased heat category in order to avoid heat related injury. Consider the MOPP work/rest cycles and water replacement guidelines IAW FM 3-11.4, NBC Protection, FM 3-11.5, CBRN Decontamination.

Prerequisite Individual Tasks : None

Supporting Individual Tasks : None

Supported Individual Tasks :

Task Number	Title	Proponent	Status
071-COM-1012	Orient a Map to the Ground by Map-Terrain Association	071 - Infantry (Individual)	Approved
071-COM-1002	Determine the Grid Coordinates of a Point on a Military Map	071 - Infantry (Individual)	Approved
071-329-1004	Determine the Elevation of a Point on the Ground Using a Map	071 - Infantry (Individual)	Approved
071-326-0515	Select a Movement Route Using a Map	071 - Infantry (Individual)	Approved
071-324-2003	Prepare a Range Card for a Bradley Fighting Vehicle (BFV)	071 - Infantry (Individual)	Approved
071-COM-1008	Measure Distance on a Map	071 - Infantry (Individual)	Approved

Supported Collective Tasks :

Task Number	Title	Proponent	Status
07-5-1104	Created from Template: Conduct Waterborne Insertion	07 - Infantry (Collective)	Analysis
03-4-1020	Prepare a CBRN Information Collection Plan	03 - CBRN (Collective)	Approved
07-5-1610	Created from Template: Reposition Operations Base	07 - Infantry (Collective)	Analysis
34-5-0342	Conduct Intelligence Team Pre-mission Activities	34 - Combat Electronic Warfare and Intelligence (Collective)	Approved
34-5-3050	Develop Imagery Intelligence (IMINT) Products	34 - Combat Electronic Warfare and Intelligence (Collective)	Approved
07-5-1397	Created from Template: Establish a Drop Zone for USAF Aircraft using Computed Air Release Point	07 - Infantry (Collective)	Analysis
07-2-9001	Conduct an Attack (Platoon-Company)	07 - Infantry (Collective)	Superseded
07-2-1090	Conduct a Movement to Contact (Platoon-Company)	07 - Infantry (Collective)	Superseded
07-5-1606	Created from Template: Conduct Briefback	07 - Infantry (Collective)	Analysis
07-2-9010	Conduct an Ambush (Platoon-Company)	07 - Infantry (Collective)	Approved
34-5-3057	Displace Intelligence Systems	34 - Combat Electronic Warfare and Intelligence (Collective)	Approved
34-5-0248	Prepare for Target Exploitation (TAREX)	34 - Combat Electronic Warfare and Intelligence (Collective)	Approved
07-5-1401	Created from Template: Conduct an Evasion	07 - Infantry (Collective)	Analysis
07-2-1405	Establish an Outpost (Platoon-Company)	07 - Infantry (Collective)	Superseded
34-6-2035	Manage Requests for Information (RFI)	34 - Combat Electronic Warfare and Intelligence (Collective)	Approved

34-3-0004	Dispatch Military Intelligence Assets to a Supported Unit	34 - Combat Electronic Warfare and Intelligence (Collective)	Approved
07-5-1602	Establish Company Operations Base	07 - Infantry (Collective)	Approved
07-5-7502	Created from Template: Plan an Evasion Plan of Action	07 - Infantry (Collective)	Analysis
34-3-0010	Establish Security for a Small Unit Intelligence Site	34 - Combat Electronic Warfare and Intelligence (Collective)	Approved
34-5-0248	Created from Template: Prepare for Target Exploitation (TAREX)	34 - Combat Electronic Warfare and Intelligence (Collective)	Delete
34-6-2047	Provide Intelligence Support to Targeting	34 - Combat Electronic Warfare and Intelligence (Collective)	Approved
07-5-1602	Created from Template: Establish an Operations Base	07 - Infantry (Collective)	Analysis
07-5-1110	Created from Template: Establish Hide Site	07 - Infantry (Collective)	Analysis
07-5-1001	Created from Template: Conduct Surveillance	07 - Infantry (Collective)	Analysis
34-5-0343	Conduct Intelligence Team Post-mission Activities	34 - Combat Electronic Warfare and Intelligence (Collective)	Approved
03-4-1017	Monitor CBRN and Obscuration Missions	03 - CBRN (Collective)	Approved

ICTL Data :

ICTL Title	Personnel Type	MOS Data
Will new ICTL	Enlisted	MOS: 11B, Skill Level: SL1, Duty Pos: OLK
Warrior Tasks and Battle Drills	Enlisted	MOS: 000, Skill Level: SL1
Engineer Lieutenants' Common Core Task List	Officer	AOC: 12B, Rank: 2LT, Duty Pos: AAT